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EDUCATION

Ph. D. in Artifical Intelligence (2013)
M. Sc. in Computer Science (2009)

PROJECTS

Webview (2017-present) ✎
Lightweight alternative to Electron. Used by many desktop apps as a UI layer. Idea, design, implementation, talks on FOSDEM, meetups, collaborating with related startups, forming a community.

Anvil (2015-2019) ✎
Fast, minimal reactive UI framework for Android, talks on DroidCon, found new maintainers.

Jsmn (2009-2019) ✎
World fastest JSON parser, used by Wireshark, Espressif, AWS. Built a community with co-maintainers.

EXPERIENCE

MANAGER SOFTWARE ENGINEERING, Sixt (2018-present)

Improved the development process by creating a developer-friendly business-specific build system for Go and Java microservices, also supervised a migration to Jenkins 2 for distributed teams of hundreds of developers. Initiated and prepared the migration to Go modules for microservices, built a near proxy for modules, which reduced the built times twice. Developed load balancers, telemetry and platform libraries, Kafka and Gradle plugins.

Go, Java, SpringBoot, AWS, Jenkins, Gradle, gRPC, Protobuf

SOFTWARE DEVELOPER, Cesanta (2017-2018)

Architected, built and enhanced customer-facing IoT solutions. Implemented an interpeter for ES6 subset for low memory embedded systems.

Arduino, ESP32, GCP, Firebase, MQTT, JSON RPC, C, C++, Go

SENIOR SOFTWARE ENGINEER, LynxInnovation (2011-2016)

In collaboration with US and China development teams, produced robust software and firmware for retail displays and digital signage.

Later, lead a small team of Android developers in Shanghai. Created highly efficient RTOS and libraries for company's needs, which reduced the manufacturing costs twice.

Designed and developed an IoT cloud solution, which solved the problem of remote software updates and diagnostics. Architected and built an interactive rapid prototyping solution.

Android/Embedded linux, AVR/STM32, AWS, Go/C/C++/JavaScript

SENIOR SOFTWARE ENGINEER, FabulaTech (2008-2011)

Lead a small team of developers, architected, implemented, launched and maintained commercial products for hardware virtualization on UNIX platforms. Introduced agile approach to software development. Trained engineers and supervised the development of hardware virtualization products for UNIX platforms.

Linux kernel, SunOS, Darwin, BSD, TCP, USB, RDP, C/C++

SOFTWARE DEVELOPER, IDEGroup (2007)

Developed a virtual USB host controller. Initiated testing automation for virtual USB drivers.

Windows NT, Windows Services, KMDF, UMDF, USB, C++